

ABSTRACT OF THE DISCLOSURE

Changing a game progressing speed dynamically by the operation of a player. While a high-speed mode key is being depressed by the player, at a game progress/musical tempo determination, the game progress of a frame image to be formed is quadrupled, for example, to realize a game progressing speed of four times. While a low-speed mode key is being depressed by the player, at the same determination, there are repeated the operations in which the formation of the frame image is skipped by three times, for example, and in which the formation is then once made. As a result, there is realized a quarter game progressing speed. In either case, a flag for changing a musical tempo is changed to a value according to the mode, and the tempo of the music to be reproduced is changed on the basis of the flag and according to the image.